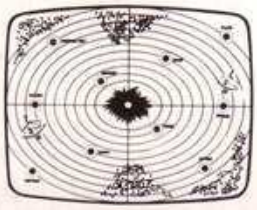
# INTERPLANETARY VOYAGE

. . . Be a space pilot, blasting through the solar system on dangerous and exciting missions, or combine your skill and knowledge and earn a degree in Cosmology at the University of the Solar System. (for 2 to 4 players)

## GAME AIDS

Game Card No. 12



Interplanetary Voyage Overlay

Mission Card Deck (40 cards)

Knowledge Card Deck (72 cards)

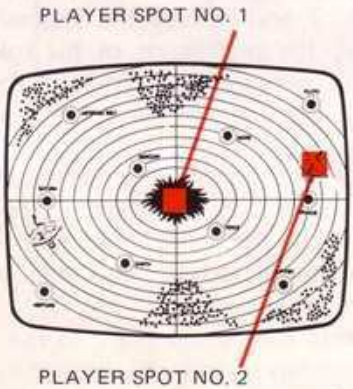
Data Screen/MOAD Game Board

Spaceship Tokens (4)

Chips

## Set Up

1. Place the Interplanetary Voyage Overlay on the screen.
2. Insert Game Card No. 12 into the Master Control Unit and press a reset button.
3. Use Player Control Unit No. 1 to place Player Spot No. 1 on the Sun, and use Player Control Unit No. 2 to place Player Spot No. 2 on Space Station Alpha. **(See illustration A).**
4. Each player should pick a spaceship token at random. The color of token determines the order of play: black-first, yellow-second, blue-third, and green-fourth.



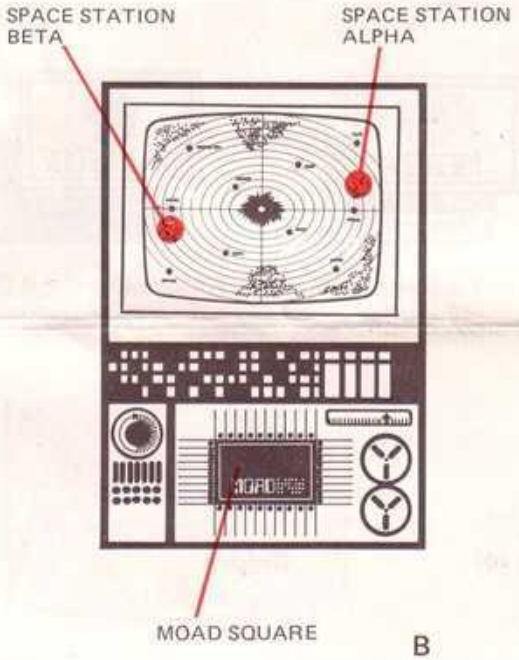

A

### Flying the Spaceship

The Spaceship, Player Spot No. 2, is controlled by the Horizontal and Vertical Controls of Player Control Unit No. 2. You will notice that the movement of this spot lags behind the movement of the controls and that the spot will continue to float after the controls are stopped. Therefore, "flipping" the controls will cause the spaceship to fire its rockets and move through the Solar System. How far the spaceship travels depends on how far you flip the controls.

Flipping the Vertical Control will, of course, cause the spaceship to move up or down, flipping the Horizontal Control will cause your spaceship to move sideways and

flipping both at the same time will cause the spaceship to move at an angle.
To fire the rockets while playing a game, place one hand on the Vertical Control and one hand on the Horizontal Control. Flip either one or both of the controls and immediately remove both of your hands. This is considered one blast of the rockets.



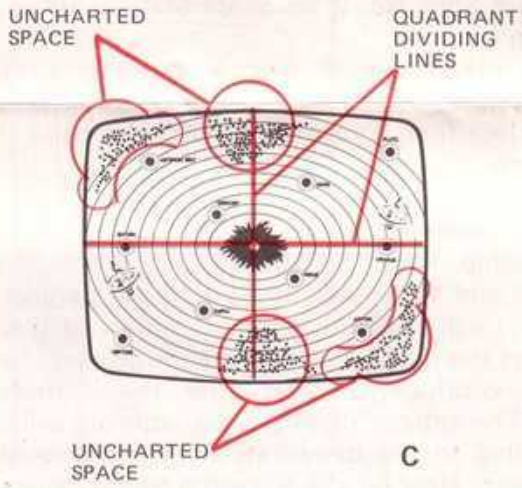
B

## Interplanetary Voyage

The object of Interplanetary Voyage is to complete the missions called for on the Mission Cards and thereby accumulate enough Mission Cards to win. In a two player game - 15 cards are required, for three players - 12 cards, and for four players - 8 cards. However, all the players must have an equal number of turns. Therefore, additional rounds must be played to break any ties that exist at the end of the round in which a player first reaches the goal.

## Set Up - Interplanetary Voyage

1. Place the Game Board convenient to all of the players, and place the black and the blue spaceships on "Space Station Alpha" and the yellow and green on "Space Station Beta" in the "Data Screen" portion of the Game Board. **(Illustration B)**
2. Shuffle the Mission Cards and place them face down on the "MOAD" square of the Game Board.
3. Give each player 8 chips. These will be used to buy power for "Force Fields" and to pay for penalties.



C

## Play - Interplanetary Voyage

The players take their turns in the sequence established by the color of their tokens. A player draws the top card from the Mission Card deck, reads it to himself, and then lays the card face down. He then takes Player Control Unit No. 2 and moves the spaceship to the location shown by the placement of his token on the Game Board. The player has 3 rocket blasts to use during his turn to complete his mission subject to the following rules:

A. If the target planet is in the same quadrant as the spaceship when the mission is started, the spaceship must then pass through the other three quadrants before the mission can be completed. (Uranus and Saturn are in two quadrants) **(Illustration C)**.

B. If the spaceship passes too close to the sun, it will contact Player Spot No. 1 and will disappear. When this happens, the player must lay a completed Mission Card face up on a discard pile next to the Mission Card deck.

If he has no completed cards, then he must forfeit two Power Chips. He then presses his Reset Button and returns the spaceship to his home base. If he was able to pay the penalty, he may RESTART his mission and use any remaining rocket blasts he has left. **(Illustration D).**

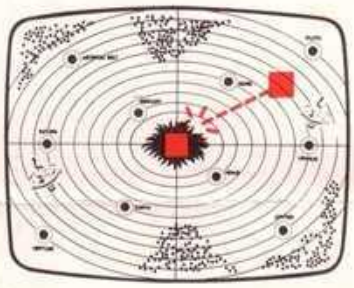
**C.** If the spaceship lights any of the stars in the Uncharted Space regions or completely leaves the overlay, he must spend one of his Power Chips for a navigation beacon before he can fire his rockets again. If he has no chips, his turn is over. **(Illustration C)**

**D.** The mission is completed when the target planet is completely lit. The player then turns the card face up to show he has completed his mission. If the top card of the discard pile is a mission to the same planet, the player may also claim that card. The player may then draw a new Mission Card and, if he has any rocket blasts left, start the new mission.

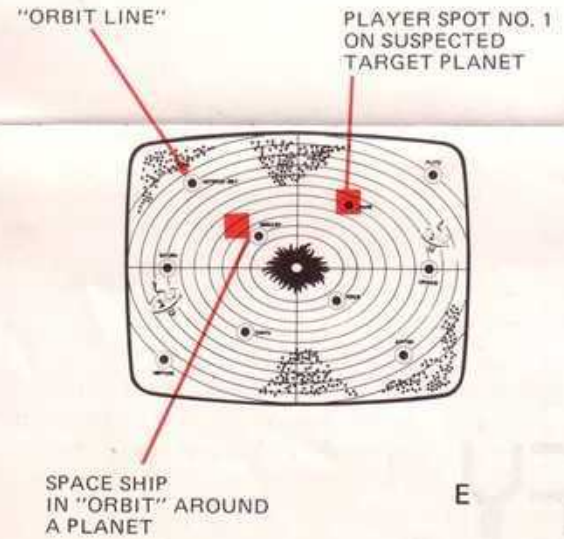
**E.** After a player has fired his rockets twice, another player may, if he wishes, spend a Power Chip and erect a "Force Field" around what he believes is the target planet. This is done by moving the Player No. 1 spot from the Sun to that planet and centering the spot on the planet. Then, if the spaceship approaches too closely, it will be extinguished and the player who erected the force field will receive a completed Mission Card from the player piloting the spaceship, or two Power Chips if he has no completed cards. The spaceship pilot must then return the spaceship to home base to Restart his mission and his turn is over. However, if the spaceship is lighting the dashed "Orbit" around a planet, it is considered to be orbiting that planet and a force field may not be erected. The player with the next turn always has the first chance to erect the force field. **(Illustration E).**

**F.** When a player's turn is over, he must mark his location on the "Data Screen" area of the game board (he will start his next turn from that location), be sure Player Spot No. 1 is on the Sun, and turn Player Control Unit No. 2 over to the next player.

**G.** If at any time a player is unable to forfeit cards or chips when a penalty is called for, the player's turn is over as soon as that penalty occurs, and he must start his next turn from his home base and RESTART his mission.



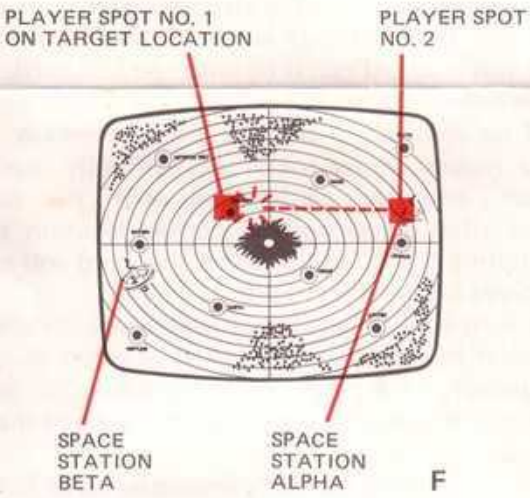
D



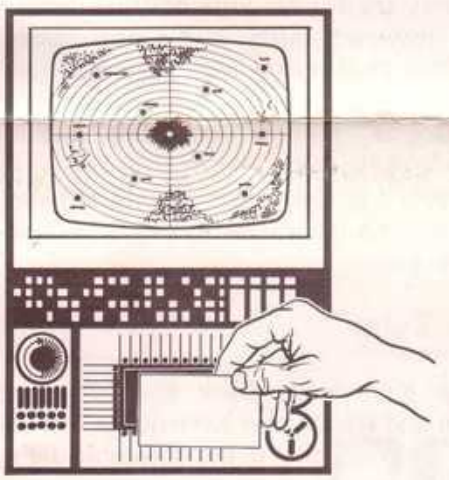

E

# UNIVERSITY OF THE SOLAR SYSTEM

. . . the object of University of the Solar System is to combine your skill as a space pilot and your knowledge of solar system to earn first a Bachelor of Science degree in Cosmology, then a Masters Degree, and finally a PhD Degree in Cosmology. The first player to earn his PhD is the winner.




F



G

## Set Up - University of the Solar System

1. Place the Game Board convenient to all the players.
2. Shuffle the Knowledge Cards and lay the deck face down next to the Game Board.

## Play - University of the Solar System

The players take their turns in the sequence established by the color of their tokens. A player takes the top card of the Knowledge Deck and reads the card aloud. He then places his spaceship token on the "Data Screen" on the body in the Solar System that answers the question or fits the statement. If any of the other players think that the wrong solar system body has been selected, they may place their token on the one they believe is correct. The player with the next turn always has the first chance to place his token and only one token can be placed on any one location.

Another player then takes Player Control Unit No. 1 and moves Player Spot No. 1 to cover that body on the Overlay. Then the first player takes Player Control Unit No. 2 and has two rocket blasts to try to cause the spaceship to extinguish by striking Player Spot No. 1. The black and blue players always start their turns from Space Station Alpha, and the yellow and green from Space Station Beta. **(Illustration F)**

If the player is successful, he then lays the card face up on the "MOAD Computer" square of the Game Board. The arrow on the card will then point to the correct answer. **(Illustration G)**

The player whose token is on the correct location then wins that card and a card from all of the players with a token on an incorrect location. If they have no cards, they lose their next turn. If no one won the card, it is placed on a discard pile and no other penalties are paid. If a player wins a card with his first rocket blast, he draws another card and uses his remaining blast to try to win that card, but if he lost a card or his next turn, his turn is over. If the player still has an unanswered card in his possession when his turn ends, he will try for that card again on his next turn. When a player's turn is over, all of the players remove their tokens from the "Data Screen" and the next player begins his turn following the procedures outlined above.

## Bachelor of Science Degree

When a player has six correctly answered cards in his possession, he has completed his Bachelors Degree and must try for a Masters Degree.

## Master of Science Degree

A player may try for his Masters Degree only while he has six correctly answered cards in his possession. The player may, at his option, attempt to answer two questions on his turn with four rocket blasts. If he wishes to exercise this option, at the beginning of his turn he announces, "I am taking an accelerated course." Then he draws an additional card and decides which question he will answer first. If he wins the first card, he then uses his remaining blasts to try for the second card. However, if he incorrectly answers either question, he must give a player whose token was correctly placed two correctly answered cards along with the card missed. If no other player had the correct location, the player attempting the question places that card and one of his own cards on the discard pile.

The players turn ends when he has used his four rocket blasts, or when he has won two cards, or when he has missed a question. If a player ends his turn with two questions still unanswered, he must try for both of them on his next turn.

When a player has twelve correctly answered cards in his possession, he has earned his Master of Science Degree in Cosmology and must try for his PHD.

## PhD Degree

A player may try for his PhD only while he has twelve correctly answered cards in his possession. A player trying for his PhD must always attempt two questions on his turn. He will use the procedure described under "Masters Degree" for answering two questions on one turn.

When a player has eighteen correctly answered cards in his possession, he has earned his PhD in Cosmology and has won the game.

## General Rules

A. If the Knowledge Deck is used up, shuffle the discard pile and start a new Knowledge Deck.

B. There is no penalty if the spaceship light leaves the screen.

C. Any route may be taken to extinguish the spaceship light as long as a legal "Rocket Blast" is used.

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